SNS-XW-USA

Instruction Manual

CAPCOM

SUPER NINTENDO
ENTERTAINMENT SYSTEM

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting **Super Street Fighter II** the latest edition to CAPCOM'S library of Street Fighter titles. Following the success of the original **Street Fighter II**, **Super Street Fighter II** continues our tradition of hard-hitting action for your Super Nintendo Entertainment System.

Super Street Fighter II features 32 megabits of colorful state -of-the-art high resolution graphics and stereo sound. We at CAPCOM are proud to bring you this exciting new edition to your video game library.

Yours truly,

Joseph Morici

Joseph Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CAPCOM

CAPCOM U.S.A., Inc.
475 Oakmead Parkway
Sunnyvale, California
94086

LICENSED BY
Nintendo

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Safety Precautions

Follow these suggestions to keep your **Super Street Fighter II** game pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

Getting Started

1. Check the power switch on your Super Nintendo Entertainment System. Make sure it is OFF before inserting or removing the Game Pak.
2. Insert your Super Street Fighter II Game Pak into your Super Nintendo System and turn the power ON.
3. When the title screen appears, press the START button and the the words GAME START will appear. Press LEFT or RIGHT on your control pad to set the TURBO speed setting. Three stars is the fastest Turbo mode, while zero stars indicate the normal arcade speed.

   After you have set the speed setting, press the START button.
4. The next screen is the main game selection screen. Here you can choose from:

SUPER BATTLE
VS. BATTLE
GROUP BATTLE MODE
TOURNAMENT BATTLE
TIME CHALLENGE
OPTION

Use the control pad to move the marker next to SUPER BATTLE and press the **START** button.

For a description of each of the other game modes, please refer to the descriptions printed later in this manual.

Getting Started, cont.

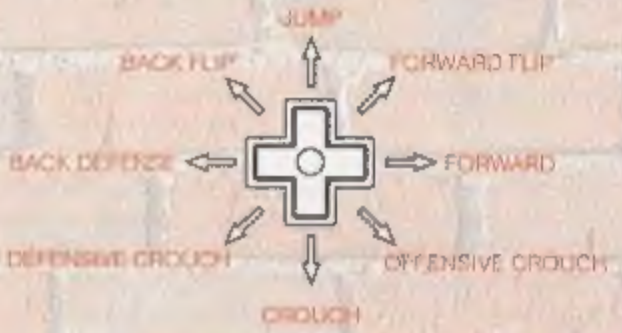
5. Once you begin the game, you will be asked to select your character. Press the control pad in any direction to highlight the character you wish to use and press any button.

6. To end the game at any time, simply turn the power OFF on your Super Nintendo System and eject your cartridge.

Controlling Your Fighter

BASIC MOVEMENT

The diagram below shows the eight basic control pad positions that are used in the game.



IMPORTANT NOTE:
The diagram shows the control pad positions for a player facing to the right. The controls are reversed when facing to the left.

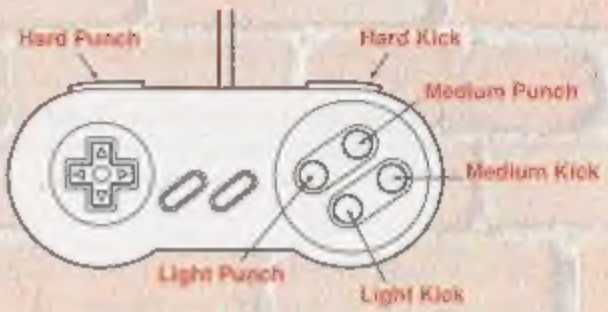
Controlling Your Fighter, cont.

PUNCH AND KICK BUTTONS

Each of the characters in **Super Street Fighter II** use three basic punches and three basic kicks. They are listed below:

Light Punch (Jab)	Press the **Y** button. *The jab is very quick, but does little damage.*
Medium Punch (Strong)	Press the **X** button. *The strong punch does a fair amount of damage.*
Hard Punch (Fierce)	Press the **L** button. *The fierce punch does a large amount of damage, but is slow.*
Light Kick (Short)	Press the **B** button. *The short kick is very quick, but does very little damage.*
Medium Kick (Forward)	Press the **A** button. *The forward kick is strong and is fairly quick.*
Hard Kick (Hard)	Press the **R** button. *This roundhouse kick is powerful, but very slow.*

Controlling Your Fighter, cont.



IMPORTANT NOTE:
The button configuration can be changed by selecting the OPTION mode on the title screen or by holding down the SELECT button during the V.S. screen or after you finish a match. Please read *Using the Option Mode* for more information.

Controlling Your Fighter, cont.

THROWS AND HOLDS

Each fighter is Super Street Fighter II has a number of different throws and holds. These throws and holds can only be done when the two fighters are within "Grabbing Range." The Grabbing Range for each character is different, but most throws and holds are done when two fighter are right next to each other.

THROWS allow you to grab an opponent and toss them across the room. Some fighters can even do throws in mid-air.

For Example: *It is possible for Ryu to grab Ken and throw him over his shoulder. To do the Shoulder Throw, Ryu must push forward against Ken and then you must push the Hard Punch (Fierce) button on your control pad.*

HOLDS allow you to grab an opponent and then hit or bite them again and again.

For Example: *It is possible for Blanka to bite Guile on the head. To do the Head Bite, Blanka must push forward against Guile and then you must push the Hard Punch (Fierce) button on your control pad.*

Practice with your favorite character to discover which throws or holds they have and how to use them to your advantage.

Controlling Your Fighter, cont.

HOW TO DO SPECIAL MOVES

Each character has developed his or her own special moves for use in combat. All the special moves for each character are listed in *The New Warriors* section of this manual. There are also descriptions telling you how to do these special moves.

Special Moves are very hard to learn, it may take weeks before you can do them every time. Keep practicing them until you get them right!

Below is an example of the diagram for Chun Li's Kioken Fireball. The arrows in the diagram indicate the necessary movements on the control pad. Please refer to the movement diagram on page * if you are unsure of what the arrows mean.

For Example: *Chun Li's Kioken Fireball. Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button.*

Using the control pad, press (back defense) and hold it for 2 seconds. Then simultaneously press (forward) and push any punch button.

The Tournament of Champions

The challenge has been issued and four brave young fighters have answered the call. Cammy, Fei Long, Dee Jay and T. Hawk all have their own reasons for entering the tournament and each will let nobody stand in their way!

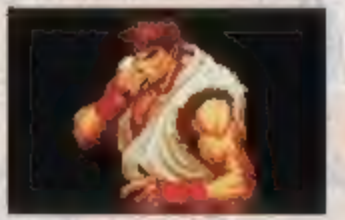
Choose SUPER BATTLE on the main game selection screen and you will be able to select your character for the tournament. As the tournament begins, your fighter will travel the globe to meet one of the sixteen other fighters.

When the match begins, you must use all of your fighting skills to defeat your opponent. Each time you hit, kick or throw your opponent, his energy meter will decrease. Once his energy meter is totally red, he'll be knocked out and you will be declared the winner. Win two out of three rounds and you earn the right to face the next challenger on your way to your face the awesome might of M. Bison!

The Super Battle Mode

In the SUPER BATTLE mode, you will choose a fighter and attempt to defeat all the other challengers to earn the right to face M. Bison and the other Grand Masters. If you succeed, you will see a story ending for your character which will complete his or her quest for the championship.

The SUPER BATTLE Mode does allow a second player to join in and fight against you at any time. The second player must hit the **START** button on their controller and after a moment the game will return to the character selection screen and allow the player to choose his character.



The U.S. Battle Mode

The V.S. Battle allows two players to battle head-to-head in a series of matches. When the title screen appears, push the control pad UP or DOWN to move the pointer next to V.S. BATTLE and press the **START** button. When the next screen appears, each player chooses the character they wish to use and presses any button to continue to the next screen.

On the next screen, there are two options; HANDICAP and STAGE SELECT. Player One can press the **SELECT** button to highlight either the HANDICAP or STAGE SELECT option.

HANDICAP When the HANDICAP option is highlighted, both players can press left or right on the control pad to set their ATTACK LEVEL. The number of stars showing determines the amount of damage player's punches and kicks will do. The higher the number of stars, the greater the amount of damage the punches and kicks will do.

This option allows two players of different skill levels to have an even match.

The U.S. Battle Mode, cont.

STAGE SELECT When the STAGE SELECT option is highlighted, Player One can select the location of the match by pressing the control pad left or right. This option allows you to select the location of your fight.

After all the choices have been made, Player One can begin the match by pressing the **START** button.

The Group Battle Mode

The Group Battle mode allows two players to have the Street Fighter characters team up against each other in a series of fights. Choose the GROUP BATTLE option on the main screen and press the **START** button. When the rule screen appears, Press the control pad up or down to select the tournament rules you are going to use and press the **START** button.

MATCH PLAY

In this mode, two players must select the same number of characters. Each player selects one to eight characters and then begins a match in which the first character from one player's team battles the first character from the other player's team. After the match is finished, the second character from each team will battle each other. This will continue until all the matches have been completed.

ELIMINATION

In this mode each player chooses up to eight characters. (Players do not need to choose the same number of characters.) If a player wins a match he can continue to use the character until he is defeated. The first player to lose all his characters, loses the match.

The Group Battle Mode, cont.

On the next screen players will select the number of characters they will use. (If you are playing an elimination match, each player will set their own number of characters.) Press the control pad up or down to increase or decrease the number of characters. After you finished, press the **START** button to proceed to the next screen.

When the next screen appears, both players can select their characters using their control pads. Player 1 will select a character first and then Player 2. Use the control pad to highlight a character and press any button to make the selection.

After both players have chosen all their characters, the HANDICAP and STAGE SELECT screen will automatically appear. Use the control pad to make your selections just as in the V.S. BATTLE mode and press the **START** button to begin the tournament.

The Tournament Battle Mode

In the TOURNAMENT BATTLE, up to eight players can compete for the Street Fighter Championship. After you select TOURNAMENT BATTLE from the main screen, the first player can select his character. After this has been done, the second player can choose his character. When everyone has selected their character, highlight END and press the **START** button.

(If you don't have eight people to play with, the computer will automatically pick other fighters and control them in battle against you.)

When the tournament begins, each player will be assigned a preliminary match. Before each match, you will be able to select the attack level of your character, just as in the VS. Mode. After you have done this, press START and the match will begin.

Each match is only 1 round. If you lose, you will fight the losers of the other matches to decide your final ranking. If you win, you will advance to the semi-finals and be one step closer to the championship.

The Time Challenge Mode

The TIME CHALLENGE tests your speed and quickness as you try to knock out a computer opponent in the fastest time possible. After you select TIME CHALLENGE, you will need to choose your character and press the **START** button. After you have selected your character, choose the 2P character for the computer to control and press the **START** button.

When the battle begins, you have 1 Round to knock out your opponent as quickly as possible. If you succeed in breaking the CAPCOM records, you will earn the right to enter your initials as one of the greatest street fighters in the world!

the Option Mode

The Option Mode allows you to change certain aspects of the game. When the title screen appears, push the control pad DOWN to move the marker next to OPTION and press the START button. When the next screen appears, push the control pad UP or DOWN to highlight the option you wish to change.

DIFFICULTY This option changes the difficulty of the computer opponent. Push the control pad left or right to highlight the number of stars. The more stars you highlight, the more difficult the opponents will be to defeat.

TIME LIMIT This option allows you to turn on or off the Time Limit. Push the control pad left or right to highlight either YES or NO. If you select YES, the fighters will have 99 seconds to knock each other out. If you select NO, the fight will continue until one player is knocked out.

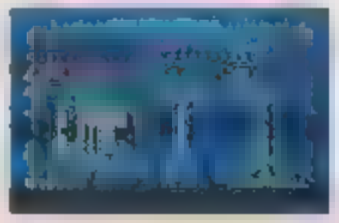
CONFIGURE This option allows you to change the button configuration for your fighter's punches and kicks. Highlight the punch or kick you wish to change and then press the button you wish to use for that punch or kick.

If you are using a CAPCOM FIGHTER POWER STICK, simply highlight SET and press any button. The game will automatically configure the buttons to the optimum configuration.

the Option Mode, cont

STEREO This option allows you to switch between STEREO or MONAURAL sound. Press the control pad left or right to highlight your choice.

To leave the OPTION MODE with your new settings, simply press the START button on your control pad.



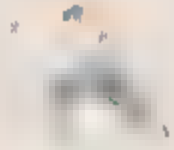
FEI LONG

Date of Birth	**4-23-1969**
Height:	**5'8"**
Weight:	**132 lbs.**
Blood Type:	**O**

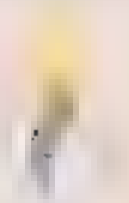
After seeing his first martial arts movie at an early age, Fei Long dedicated himself to learning the art of Kung Fu. When he was younger, he dreamed of becoming a movie star, but now he follows a different path. Honor and discipline are now his only focus and he has entered the tournament to test himself and his skills against the greatest warriors in the world.

SPECIAL MOVES

Rekka Ken

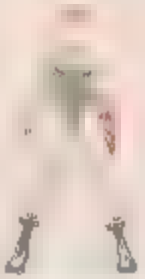


Using the control pad, press ↓↘→ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion. This move can be done 3 time in a row for extra damage.



Rising Dragon Kick

Using the control pad, press ◄↓► in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the control pad motion.



CAMMY

Date of Birth.	**1-6-1974**
Height	**5'5"**
Weight	**101 lbs.**
Blood Type	**B**

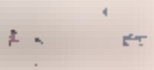
Currently an agent of British Intelligence, Cammy was found suffering total memory loss near a British Military installation. Taken in by British Intelligence, Cammy underwent Special Forces training and quickly rose to the head of the class. Now working undercover at the World Warrior tournament, Cammy is about to learn the truth about her startling past.

SPECIAL MOVES

Front Kick

Using the control pad, press ►▼◄ in one continuous motion and press any kick button. Make sure you press the punch button as you reach the end of the control pad motion.

Cannon Drill



Using the control pad, press ▼◄► in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the control pad motion.

Spinning Knuckle

Using the control pad, press ◄▲► in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

THUNDER HAWK

Date of Birth:	7/21/1959
Height	7' 7"
Weight	357 lbs.
Blood Type:	O

After his homeland was taken from him by Shadowlaw, T. Hawk and his family were moved to Mexico. Now he has vowed to regain the homeland and destroy Bison. Using his huge size and powerful Native American wrestling techniques, T. Hawk has advanced to the World Warrior Tournament and has set his sights on destroying Bison.

SPECIAL MOVES

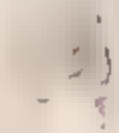
The Hawk

Using the control pad, while in mid-air press all three punch buttons simultaneously.

Thunderstrike

Using the control pad, press ►▼◄ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

The Storm Hammer



Using the control pad, quickly press 360 degree on the control pad and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

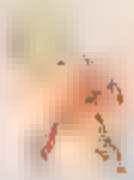
DEE JAY

Date of Birth.	**10-31-1965**
Height	**6'**
Weight	**203 lbs.**
Blood Type:	**O**

Trained as a kickboxer in Jamaica, Dee Jay's first love is his music. Over the years Dee Jay has even integrated the beat of his music into his fighting style. Together his music and his kickboxing have formed a unique style which Dee Jay thinks will lead him to the top of the charts and to the top of the World Warrior Tournament.

SPECIAL MOVES

Hyper Fist

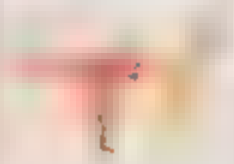


Using the control pad, press ▼ for 2 seconds and then press ▲ and simultaneously press repeatedly any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

Max Out

Using the control pad, press ◄ for 2 seconds and then press ► and simultaneously press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

Double Dread Kick



Using the control pad, press ◄ for 2 seconds and then press ► and simultaneously press any kick button repeatedly. Make sure you press the kick button as you reach the end of the control pad motion.

RYU

Date of Birth: 7-21-1964
Height 5'10"
Weight: 150 lbs.
Blood Type: O

A student of the Shotokan school of karate, Ryu has developed into a pure warrior. He has devoted his entire life to the perfection of his fighting skills and has forsaken everything else in his life. Ryu has no home, no friends and no family. Instead, he wanders the globe seeking to test his skills against other fighters.

SPECIAL MOVES

Fireball

Using the control pad, press ↓↘→ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion

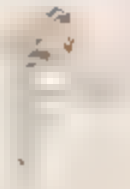
Red (Stun) Fireball

Using the control pad, press ←↙↓↘→ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion

Dragon Punch

Using the control pad, press →↓↘ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion

Hurricane Kick



Using the control pad, press ↓↙← in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the control pad motion.

To do the Hurricane Kick in mid-air, jump into the air and then quickly do the move as described above

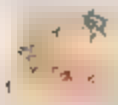
EDMOND HONDA

Date of Birth: 11-3-1960
Height: 6'2"
Weight: 304 lbs.
Blood Type: A

Edmond Honda has been trained since birth to take his place as the greatest Sumo wrestler to ever step into the ring. Upon receiving the title of "Yoko Zuna" or grand champion, Honda was shocked to learn that the rest of the world did not consider Sumo wrestling a true sport. Outraged, he has vowed to prove that Sumo wrestlers are the greatest fighters in the world.

SPECIAL MOVES:

Hundred Hand Slap

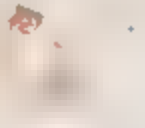


Using the control press any punch button repeatedly

Sumo Head Butt

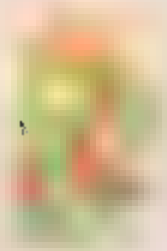
Using the control pad, press → and hold it for 2 seconds. Then simultaneously press ← and push any punch button

Sumo Splash



Using the control pad, press ↑ and hold it for 2 seconds. Then simultaneously press ↓ and push any kick button

The New



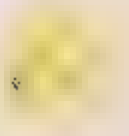
BLANKA

Date of Birth.	**2-12-1966**
Height:	**6'5"**
Weight:	**218 lbs.**
Blood Type:	**B**

Very little is known about this bizarre fighter from the jungles of Brazil for years the natives have reported seeing a half man half beast roaming the rain forest. But it has only been in the last year that the beast named Blanka appeared at the streets of Brazil as a challenged any fighter who would dare oppose him.

SPECIAL MOVES

Electricity



Using the control press any punch button repeatedly

Rolling Attack

Using the control pad press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button

Vertical Rolling Attack

Using the control press ▼ for 2 seconds and then press ▲ and simultaneously press and press any kick button

Beast Leap

Using the control pad press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any kick button.

GUILE

Date of Birth 12-23-1960
Height: 6'1"
Weight: 191 lbs.
Blood Type: O

An ex-member of an elite Special Forces team, Guile and his co-pilot Charlie were captured during a mission in Thailand six years ago. After many months of imprisonment, he and Charlie managed to escape from the Bangkok prison. During the perilous trek to civilization, Charlie died and Guile has been consumed by vengeance ever since.

SPECIAL MOVES

Sonic Boom

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button.

Flash Kick

Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button simultaneously.

The New

KEN

Date of Birth: 2-14-1965
Height: 5' 10
Weight: 169 lbs.
Blood Type: B

A disciple of the Shotokan school of karate, Ken is a natural athlete. Unfortunately, Ken's natural fighting skill has fueled his giant ego and he is constantly reminding his opponents that he is the greatest fighter of his time. Over the past few years Ken has let his skills deteriorate and has spent most of his time on the beach with his girlfriend. Only a challenge from his old training partner, Ryu, has rekindled his fighting spirit and caused him to try and perfect his Dragon Punch and Hurricane kick.

SPECIAL MOVES

Fireball

Using the control pad, press ↑↖← in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

Dragon Punch

Using the control pad, press →↓↘ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

If you use the HARD punch button when doing the Dragon Punch, Ken will do the FLAMING Dragon Punch!

Hurricane Kick

Using the control pad, press ↓↙← in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the control pad motion.

To do the Hurricane Kick in mid-air, jump into the air and then quickly do the move as described above.

CHUN LI

Date of Birth. 3-1-1968
Height 5'8"
Weight (She won't tell)
Blood Type: A

Unlike many of the other contestants, Chun Li has not entered the tournament for personal glory. Instead, she has been secretly tracking the movements of an international smuggling operation known as Shadaloo. The trail has led her to the tournament and she now believes that one of the Grand Masters may have been responsible for the death of her father.

SPECIAL MOVES

Lightning Kick

Using the control press any kick button repeatedly

Whirlwind Kick

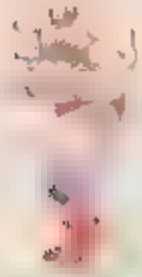
Using the control pad press ▼ and hold it for 1 second. Then simultaneously press ▲ and push any kick button.

To do a high Whirlwind Kick press ▼ and hold it for 1 second. Then press ▲ and push any kick button. Timing is critical when doing this move!

Kikken (Fireball)

Using the control pad press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button.

The New



ZANGIEF

Date of Birth: 6-1-1956
Height: 7'
Weight: 256 lbs.
Blood Type: A

Good natured with a great sense of humor Zangief loves to fight He left the Russian Wrestling Federation because of the lack of competition and now seeks opponents wherever he can find them Totally fearless, Zangief is more than willing to walk into a punch as long as he can grab his opponent and drive them into pavement with his Spinning Pile Driver Wherever would you expect from a man who wrestles bears for fun?

SPECIAL MOVES

Spinning Clothesline

Using the control pad press any two punch buttons simultaneously

Double Spinning Lariat

Using the control pad press any two kick buttons simultaneously

The New

Spinning Pile Driver

Press the control pad in a 360 degree rotation and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion. The 360 degree rotation on the control pad must be done very quickly or Zangief will not do the move.

Siberian Suplex

Press the control pad in a 360 degree rotation and press any kick button. Make sure you press the kick button as you reach the end of the control pad motion. The 360 degree rotation on the control pad must be done very quickly or Zangief will not do the move

Siberian Bear Crusher

Press the control pad in a 360 degree rotation and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion. The 360 degree rotation on the control pad must be done very quickly or Zangief will not do the move

This move can only be done when Zangief is far away from his opponent

The New Challengers, cont

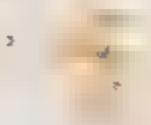
DHALSIM

Date of Birth:	**11-22-1952**
Height:	**5'10"**
Weight:	**107 lbs.**
Blood Type:	**O**
Nationality:	**Indian**
Fighting Style:	**Yoga**

Over the course of his life, Dhalsim has sought to unify his mind, body and soul through the discipline of Yoga. Now, as he nears his goal, Dhalsim must test himself and his skills before he can rise to a higher state of consciousness.

SPECIAL MOVES

Yoga Fire



Using the control pad, press ↓↘► in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

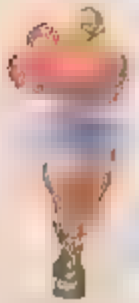
The New Challengers, cont

Yoga Flame

Using the control pad, press ↓↘► in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

Yoga Teleport

Using the control pad, press ◄↓► or ►↓◄ in one continuous motion and press all three punch buttons or all three kick buttons. Make sure you press the buttons as you reach the end of the control pad motion.



BALROG

Date of Birth	**9-4-1968**
Height	**6'5"**
Weight	**253 lbs.**
Blood Type	**A**

A former heavyweight champion Balrog was barred from professional boxing after he ignored the rules of the ring. Wild and aggressive Balrog now makes a living as an enforcer for Shadow Law. Once thought to be somewhat weak in his fighting ability Balrog has learned some new moves to keep him on top

SPECIAL MOVES:

Turn Punch

Using the control pad, press and hold all punch buttons or all kick buttons for 2 seconds and then release

Final Punch

Using the control pad, press and hold all three punch buttons or all three kick buttons. Then release. The power of the punch is determined by how long the buttons are held before released.

Shoulder Butt

Using the control pad press ▼ for 2 seconds and then press ▲ and simultaneously press any punch button

Dash Punch

Using the control pad press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch or kick button. Punch buttons will cause a straight punch and kick buttons will cause an uppercut punch

VEGA

Date of Birth: 1-27-1967
Height: 6'0"
Weight: 208 lbs.
Blood Type: O

Of noble birth, Vega has successfully blended the Japanese art of Ninjitsu with the skills he learned as a matador. The result is a beautiful and deadly ballet which has earned Vega the nickname of the "Spanish Ninja". Vain and egotistical, Vega lives by the philosophy that beauty is strength and uses a mask to prevent his beautiful face from becoming scarred in battle.

SPECIAL MOVES

Claw Dive

Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. While in mid-air push the control pad toward your opponent and press any punch button.

The New
Ultimate Fighting Champ

Wall Leap

Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. While in mid-air push the control pad up and press any punch button.

Claw Roll

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button.

Claw Thrust

Using the control pad, press ▼ for 2 seconds and then press ▲ and simultaneously press any punch button.

Back Flip

Press all three punch buttons simultaneously for a double back flip.
Press all three kick buttons simultaneously for a single back flip.

SAGAT

Date of Birth: 7-2-1955
Height: 7'4"
Weight: 283 lbs.
Blood Type: O

Once called "King of the Street Fighters", Sagat reigned supreme until his narrow defeat at the hands of Ryu. Humiliated at his loss, he now plans to regain the title at any cost. With the exception of M. Bison, no other fighter comes close to his overall fighting ability.

SPECIAL MOVES

Tiger Uppercut

Using the control pad, press ►▼◢ in one continuous motion and press any punch button. Make sure you press the punch button as you reach the end of the control pad motion.

Tiger Knee

Using the control pad, press ▼◣◄ in one continuous motion and press any kick button. Make sure you press the kick button as you reach the end of the control pad motion.

Tiger Shot

Using the control pad, press ▼◣► in one continuous motion and press any punch or kick button. Using a Punch Button will throw a high Tiger Shot, while pressing a kick button will throw a low Tiger Shot. Make sure you press the punch button as you reach the end of the control pad motion.

M. BISON

Date of Birth: Unknown
Height: 5' 11"
Weight: 254 lbs.
Blood Type: A

Never has a man been more cloaked in secrecy that M. Bison. Ever since he emerged to lead the international criminal organization *Shadowlaw*, the world has been awed by the incredible power at his command. Unmatched in his power and agility, M. Bison reigns supreme as the greatest Street Fighter in the world.

SPECIAL MOVES

Psycho Crusher

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any punch button.

Scissor Kick

Using the control pad, press ◄ and hold it for 2 seconds. Then simultaneously press ► and push any kick button.

Head Stomp

Using the control pad, press ▼ and hold it for 2 seconds. Then simultaneously press ▲ and push any kick button. After executing the stomp, press the control pad towards your opponent and press any punch button.

Flying Psycho Fist

Using the control pad, press ▼ for 2 seconds and then press ▲ and simultaneously press any punch button.

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